



## SEGA CLASSICS for Palm Handhelds

With SEGA Classics, you'll enjoy a blast from the past with games that are just as fun the second time around! The first part of this manual refers to the Palm version of this game. The latter pages contain the vintage manual from the Sega Game Gear version of this game.

For a full catalog of SEGA Classics games for Palm devices and customer support resources, see: <http://www.palm.com/sega>.

### Dr. Robotnik's Mean Mean Bean Machine ©2003



#### **Object:**

Dr. Robotnik, Sonic the Hedgehog's archenemy, is the malicious mastermind of planet Mobius. His favorite hobby is teasing, taunting, and tormenting the world and its people. His latest criminal creation is the Mean Bean-Steamer Machine, an infernal contraption that changes the jolly folk of Beanville into devious little robots bent on ridding Mobius of music and fun forever. Only your mastery of Robotnik's puzzles can save them from his deranged plan.

#### **How to Play:**

To carry out his plan, Robotnik has sent his henchbots to round up the beans and group them together in dungeons. This is where you come in: as each pair of beans enters the dungeon, you must maneuver them into place. When two beans of the same color touch, they link. To eliminate beans from the dungeon, you must link together four or more of the same color.

When you drop a pair of beans horizontally on an uneven surface, the bean left suspended will separate from the pair and drop to the lowest point in the column. When you cause a grouping of beans to disappear,

any beans remaining above the action will drop into place. This can be used to create chain reactions, which give you bonus points.

When playing against the computer, chain reactions help you dump refugee beans into your opponent's dungeon. Refugee beans don't belong to any specific clan and can only be eliminated with a neighboring group of four or more beans.

The game ends when your dungeon fills to the top with beans.

#### **Game Controls:**

**Start button:** (First button from the left)  
Start, pause, and un-pause the game.

**Button 1:** (Third button from the left)  
Rotate a bean.

**Button 2:** (Fourth button from the left)  
Rotate a bean.

#### **Directional Pad Controls:**

Press left or right on the directional control pad to move the beans over your desired landing spot. Press down on the directional pad to drop the beans quickly to the bottom.

#### **Program Options:**

Tap the Options button to access the sound option: Tap the Sound On checkbox to clear the check and play without music and sound effects. Select OK to set this option, or Cancel to return to the game with the option unchanged.

#### **Exiting and Saving the Program:**

Tap the Quit button. The "Do you want to save this game?" overlay will appear with the following options:

- YES - The game will save your progress and then exit.
- NO - The game will exit without saving the game.







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(manual continued)

CANCEL - The overlay will disappear and the game will resume.

Note: If the game is a demo version, the game will not offer the option to save your progress.

#### ***Resuming a Saved Game:***

With a game saved in memory, if the user starts the game, the "Resume saved game?" overlay will appear with the following options:

YES - Resumes saved game.

NO - Begins a new game.

DELETE - Deletes saved game.

ORIGINAL GAME GEAR  
MANUAL ON  
FOLLOWING PAGES





# GAME GEAR™

## DR. ROBOTNIK'S MEAN BEAN MACHINE™



INSTRUCTION MANUAL



# SEGA™



## EPILEPSY WARNING

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

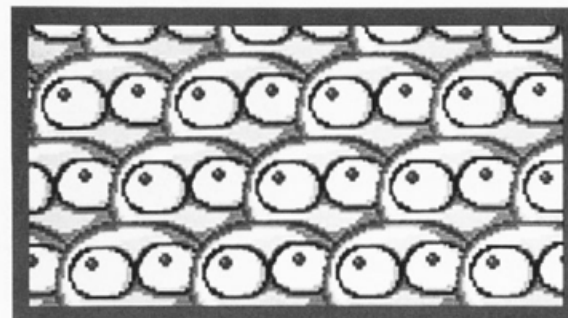
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**



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Usamos papel reciclado.  
Utilizziamo carta riciclata.  
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Vi använder returpapper.  
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## These Beans Need Your Help! 🐷🐷

Dr. Robotnik™, that malicious master-mind of planet Mobius, is always coming up with new ways to menace the world and its inhabitants. Witness his newest plan—the Mean Bean-Steam Machine, a nasty device that changes the jolly folk of Beanville into devious little robots that will help the deranged doctor rid Mobius of music and fun forever!



Robotnik's henchbots are rounding up all the unfortunate bean folk they can find and grouping them together in dark dungeons. Once four or more beans are grouped together, they are sent to the Mean Bean Machine and a horrible fate!

Here's where you come in: You can group the bean folk together and allow them to escape! However, there is only a short amount of time before the holding area overfills and bursts open. And the henchbots have noticed you, and are trying to find a way to short-circuit your plans for good!

You must move more beans through your dungeon than the henchbot jailer next to you, and at the same time bust your enemy's dungeon wide open. If you succeed, you'll be sent up the line to deal with the wilier henchbots, and eventually with that rotten Robotnik himself!

The beans are counting on you!

## Starting Up 🐷🐷

1. Set up your Sega™ Game Gear™ System as described in its instruction manual. For two-player games, use the Gear-to-Gear™ cable (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *Dr. Robotnik's Mean Bean Machine™* cartridge into the Game Gear unit.
3. Turn the power switch ON. Shortly, the title screen will appear.
4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

**Note:** *Dr. Robotnik's Mean Bean Machine* is for one or two players.

Gear-to-Gear™ Cable      Insert Sega Cartridge







## Take Control!

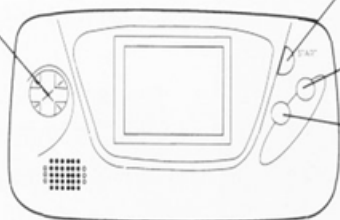


Directional Button  
(D-Button)

Start Button

Button 2

Button 1



### D-Button

- Press to make selections in menu screens.
- Press left or right to move your beans around the game screen.
- Press down to speed up the descent of the beans.

### Start Button

- Press to start the game.
- Press to pause the game. Press again to resume play.
- Press to make selections in menu screens.

### Buttons 1 and 2

- Press to arrange your beans on the game screen.
- Press to make selections in menu screens.

**SEGA'S GAMEPLAY HOTLINE**

For gameplay help  
call 1-415-591-PLAY



## Getting Started



Following the Sega logo, you'll see the title screen. Wait a few seconds to see Dr. Robotnik's explanation of his goals and check out the high score screens for the Exercise and Scenario modes. Or press the Start Button at any time to bring up the title screen, and press it again to get started.

Next you'll see a game menu screen with various modes of play to choose from.

**Scenario Mode:** Battle Robotnik's ranks of robot flunkies in order to save Beanville! (See page 8.)

**Gear to Gear Mode:** Challenge a friend to a bean-slinging match! (See page 10.)

**Exercise Mode:** It's just you against the timer! Practice your bean-arranging skills and go for the high score. (See page 11.)

**Puzzle Mode:** Solve the puzzles the evil Dr. Robotnik uses to test the brain circuits of his henchbots. (See page 12.)

Press the D-Button up or down until the mode you want is highlighted, then press Button 1, 2 or the Start Button.

Next you'll have the option to start your game at the beginning, or continue from a certain point using a password. Use the D-Button to make your selection, and press Button 1, 2 or the Start Button to begin.



## The Object of the Game



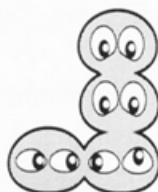
When the game begins, beans drop from the top of the dungeon in pairs. When two beans of the same color touch, they link. Make the beans disappear from the dungeon by linking up four or more beans of the same color...

...vertically, like this...

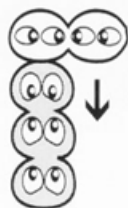


...horizontally, like this...

...or in clumps.



You can move a pair of beans around the dungeon by pressing the D-Button left or right. Rotate the beans by pressing Button 1 or 2. To speed up their descent, press the D-Button down.



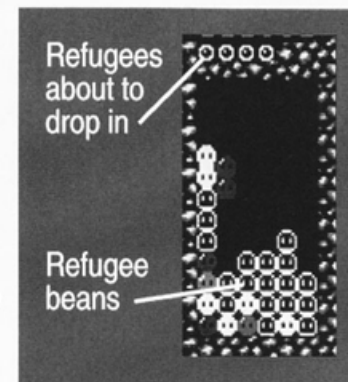
If you drop a pair of beans horizontally on an uneven surface, any bean left hanging will separate from the pair and drop to the lowest point. When a group of beans disappears, any beans left on top drop into the remaining space. Use this to create chain reactions for bonus points!

As you play, the beans drop faster and faster. The dungeon can only hold so many beans, and if they reach the top of the dungeon, the bottom drops out and you lose the game.

**\*Hint\*** Sometimes the descent rate of the beans speeds up suddenly, even in the early levels. Don't panic! This is only temporary.

## Refugees

If you are playing an opponent, you can block your opponent's moves by dropping refugee beans into his or her dungeon. Refugee beans don't come from Beanville, and can't be grouped with any clan—they can only leave the dungeon with a neighboring group of four or more beans. Call up refugee beans by making as many of your beans disappear as you can—preferably in chain reactions. The more beans you get rid of at one time, the more refugee beans get dumped into your rival's dungeon!



Check the top of your dungeon for a little advance warning of how many refugees are about to drop in, and where.

### If you see...

One small clear bean...  
One big clear bean...  
One big red bean...

### Then

one refugee drops in.  
six refugees drop in a row.  
thirty refugees drop in five rows, and you're in trouble!



## Scoring

- First pick up points by speeding up the descent rate of the beans falling into your dungeon.
- Then pick up bonus points when your beans vanish—the bigger the chain reaction, the bigger the bonus.
- If you win a game within 120 seconds in the Scenario Mode, you receive a special Time Bonus for each second remaining.



## Scenario Mode

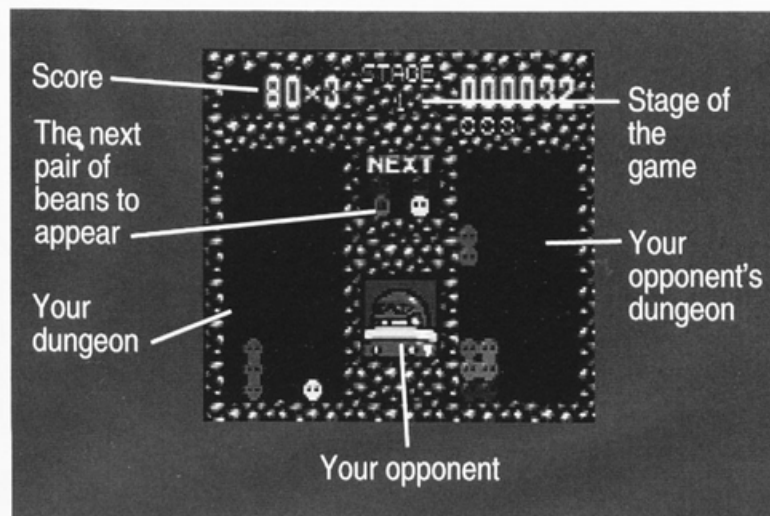


Here you'll match your wits against Dr. Robotnik's finest mechanical minds. Each henchbot is more cunning than the last, and each has his own strategy. With each victory, the action gets faster and more mind-boggling until you take on the evil Dr. Robotnik himself!

First you have the choice of starting a new game or continuing from a previous game using a password. Naturally you'll start a New Game at first, so press the Start Button to get going.

Next you'll see a screen with your challengers. The henchbot you'll be playing is highlighted and his name shown at the bottom of the screen.

**\*Hint\*** In Scenario Mode, keep an eye on your opponent's dungeon and work on timing chain reactions to block his moves with refugee beans.



When the game screen appears, press the Start Button to begin the match. Keep an eye on your opponent's screen to see what chain reactions he may be setting up, and send refugee beans to block them. You can gauge your progress by the look of your opponent's face in the center of the screen—for a robot he's not very good at hiding his expression!

If you win the match, you'll receive a password to the next level (for more on entering passwords, see page 13). Press Button 1, 2 or the Start Button to meet your next challenger and begin the next match.

If you lose the match, you'll see the Game Over screen. Press the Start Button and the Continue screen appears. If you want a rematch against the last challenger you lost to, select YES and press the Start Button.





## Gear to Gear Mode

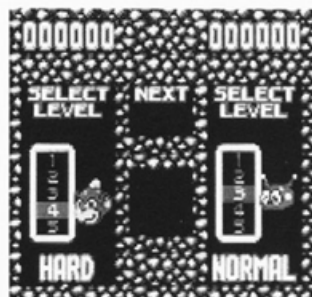


You and a friend can challenge each other to a bean-slinging match. First, you EACH need a Game Gear unit and a cartridge of *Dr. Robotnik's Mean Bean Machine*, and you need one Gear-to-Gear™ cable (sold separately).

Make sure the power to both units

is turned off, then insert a cartridge into each unit. Plug one end of the Gear-to-Gear Cable into each Game Gear unit and turn the power to both units on.

Either player can press the Start Button and select "Gear to Gear Mode" from the Game Menu. The game screen appears, and you can each choose from five levels of difficulty. The game begins when both players have selected a difficulty level.



Your dungeon will always be on the LEFT side of the screen, and your opponent's on the RIGHT side. The rules are the same as in Scenario Mode. When your or your opponent's dungeon fills up with beans, the game ends.

You then see a tally screen with your wins and losses displayed, and the loser of the match chooses whether or not to play another game.

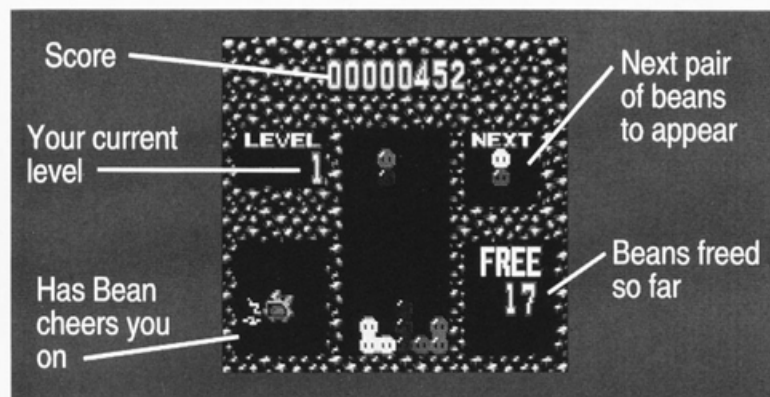
When you return to the Difficulty Selection screen, each player's high score from the session to date will be shown.



## Exercise Mode



Need some practice? First select your skill level by pressing the D-Button up or down until the level you want appears, and press Button 1, 2 or the Start Button to begin play. You have the choice of starting at Level 1 (Easy), Level 3 (Normal) or Level 5 (Hard).



As your score climbs, so does your level and the speed at which the beans drop. You won't have any refugee beans to worry about, as in the Scenario and Gear to Gear Modes, but the action will be fast enough to keep you hopping. And two guest characters appear just when your future starts looking bleak:



**Has Bean** used to be one of the jollier beans in the village... until Dr. Robotnik converted him into a robot. Usually he prefers to clown around on the sidelines, but he hasn't forgotten his humble past. Occasionally he'll drop into the dungeon and take a little walk. Any beans he walks over change to the same color and disappear.





**Big Bean** is just that—a really big bean. So big, in fact, that any beans he drops on immediately vanish just to get out of his way. You'll usually find Big Bean lurking around the higher levels to give you and his buddies some help.

The game ends when your dungeon fills up with beans, and the Sega logo reappears.

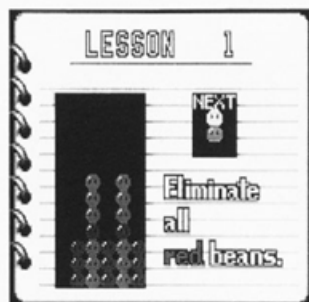


## Puzzle Mode



(or A Peek at Dr. Robotnik's Bean Machine Manual)

The Puzzle Mode is perfect for putting your bean in the proper frame of mind. It's Dr. Robotnik's secret book of bean-steaming techniques, and it's full of puzzles for you to solve. Press the Start Button to open the manual to the first page, or select CONTINUE to skip to the last lesson at which you left off. Then press the Start Button again.



The Bean Machine Manual opens to your lesson. Read the instructions carefully (there's a test later) and press the Start Button to turn the page. Press again to begin play.

Once you've solved the puzzle, the lesson ends and the page turns to reveal your password. Make sure you write it down before pressing the Start Button and going on to the next lesson.

**\*Hint\*** Before you start each lesson, look carefully at the way the beans are set up—you might be able to achieve your goal by dropping just one or two sets of beans!



If things don't seem to be going well, press the Start Button to pause the game. You'll be asked if you want to quit. If you want to stop the lesson, select YES. If you want to continue the lesson, select NO. Then press the Start Button. Next your password appears and you have the option of quitting Puzzle Mode or starting the lesson again. Make your choice with the D-Button, and press the Start Button.



## The Password



A password appears whenever you've won a match in Scenario Mode or completed a lesson in Puzzle Mode. You can use this password to begin play at that level later on. To enter a password, choose the mode you want to play, then select CONTINUE.

The password screen appears. Use the D-Button to highlight the bean you want to fill the first space, then press Button 2 to go to the next. If you make a mistake, highlight the backwards arrow and press Button 2 to go back a space. Then select the correct bean.



When you're ready to enter your password, press the Start Button. If your password is incorrect, nothing happens. Check your notes and try again! If the password is correct, the level screen for the password you entered appears. To exit the password screen without entering a password, press Button 1.



